"RRAFT ADVISORY COMMITTEE" MEETING 27 SUMMARY

Wednesday, March 24, 2009 6:00 – 9:00 PM Missoula BLM Field Office 3255 Fort Missoula Road Missoula

Opening and Agenda Overview

- -Charlie Sperry ~ FWP Recreation Management Specialist
 - Charlie provided a brief review of the previous meeting and described the current agenda.
- Continued Committee Discussion on Triggers for Reach 3 (Harry Morgan to Russell Gates)
 -Charlie Sperry & Chet Crowser

-Charlie and Chet explained a proposal for establishing a trigger for use in Reach 3. This proposal was developed by FWP staff and based upon the committee's work at the previous meeting. The proposal would establish a maximum trigger for use in Reach 3 based upon a set number of launches. That number would then be revisited after 2 years of data collection to reduce the number of launches if it did not correspond with current conditions in reach 3.

-The committee took time to discuss and critique the proposal and then provided individual input as to whether they supported the proposal, were undecided about the proposal or did not support the proposal. The majority of committee members supported the proposal. Each committee member then completed a short form to answer 3 questions.

- 1. What did you like most about the proposal?
- 2. What did you like least about the proposal?
- 3. What would you change or add to the proposal?

FWP staff will consider the responses to questions as they move forward in producing a preliminary draft plan.

• Committee Discussion on Future Management Actions in Reach 3

-The committee elaborated on previous discussions about what future management actions might look like if triggers were reached. Their discussion provided many thoughts and considerations. As the meeting came to a close, the committee agreed to have FWP compile their efforts into alternatives for review at the next meeting.

Meeting Adjourned at 9:00 PM

NEXT MEETING

Wednesday, April 8, 2009 6:00 pm – 9:00 pm Missoula BLM Field Office 3255 Fort Missoula Road Missoula